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Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A method for rendering on a user interface of a device an assembly of a first object and a second object that each present data of an application, the method comprising: on a user interface of a device, the device being either of a first type or of a second type, the first and second objects presenting data of an application,
    the method comprising the following steps:
    receiving an application specification document by the device, the application specification document having a statement with an indication to render the first and second objects in the assembly, wherein the device is either of a first type or of a second type;
    interpreting the statement of the application specification document to identify a presentation pattern for the assembly that defines a relation between at least two objects, the presentation pattern identified according to the type of the device from predefined first and second presentation patterns; and a presentation pattern for the assembly from predefined first and second presentation patterns according to the type of the device; and
    rendering the assembly of the first and second objects on the user[[-]] interface according to the presentation pattern identified in the interpreting step.

2. (Original) The method of claim 1, prior to the receiving step, further comprising:
    specifying the application in the application specification document by a workbench in a development computer; and
    simulating the rendering step by a pre-viewer component of the workbench.

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3. (Original) The method of claim 1, wherein in the rendering step, the first object and the second objects are rendered according to the presentation pattern and to a predefined hierarchy pattern.

4-5. (Canceled)

6. (Currently Amended) The method of claim 1, wherein the presentation pattern is as a display pattern, wherein the objects are rendered to the user[[-]] interface being a screen, and wherein the presentation pattern is identified according to the size (X) of the screen.

7. (Original) The method of claim 1, wherein in the rendering step, the presentation pattern is an audio pattern.

8. (Currently Amended) A computer-program product to visually render a first object and a second object in an assembly on screen of a computing device, the objects presenting data of an application on a computer that is at least temporarily coupled to the computing device, the device being either of a first type or of a second type, the computer-program product embodied in a computer-readable storage medium and having instructions that cause a processor of a computing device to perform the following steps:

receiving an application specification document from the computer, the application specification document having a statement with an indication to render the first and second objects in the assembly;

interpreting the statement of the application specification document to identify a visual presentation pattern for the assembly that defines a relation between at least two objects, the visual presentation pattern identified according to the type of the device from predefined first and second visual presentation patterns; and ~~from predefined first and second visual presentation patterns according to the type of the device; and~~

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rendering the assembly of the first and second objects on the screen according to the visual presentation pattern identified in the interpreting step.

9. (Original) The computer-program product of claim 8 being an interpreter located in the device.

10. (Original) The computer-program product of claim 8 being an interpreter located in a further computer.

11. (Canceled) The computer-program product of claim 8 being embodied by a program signal that is conveyed to the computing device.

12. (Canceled).

13. (Currently Amended) A computer-program product that resides tangibly embodied in a computer-readable storage medium of a computing device of either a first type or a second type, the computer-program product for interpreting an application specification document and causing a processor of the computing device to render a first object and a second object in combination to a user[[-]] interface of the device, the computer-program product having a plurality of instructions to control the processor, the computer-program product characterized in that

a first sub-plurality of instructions form a theme-handler to evaluate a statement of the application specification document, the statement instructing to render the first and second objects in an assembly according to a device type specific presentation pattern for the assembly that defines a relation between at least two objects, where the device type specific presentation pattern [[that]] is identified from predefined first and second visual presentation patterns; and

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a second sub-plurality of instructions form a navigation engine to select one of the first and second objects for interaction with a user to create inter-object relations with user[[-]] interface elements and data cursors.

14. (Previously Amended) The computer-program product of claim 13 being initially delivered to the device by a program signal.

15. (Previously Amended) The computer-program product of claim 13 being initially delivered to the device by a program carrier.

16-21. (Canceled)